Subject: Re: static Ctrl causes running failure
Posted by kohait00 on Tue, 29 Mar 2011 09:23:41 GMT
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i was using a similar approach and switched to INITBLOCK / ONCELOCK since i thought they were about to be initialized *after* the GUI main init stuff. but this is not neccessarily the case right?
INITBLOCCK / ONCELOCK are part of Core..

having a stack object EditField i.e. in a INITBLOCK yields same error. the control is created first, then gui stuff. so it's not a problem of static controls, but of their early init.

is there a possib to securily trigger the GUI init stuff first?

the problem is also that, once the i.e. EditField has been inited somewhere before GUI, even if it ceases to exist, the effects of the wrong overall init sewuence are visible for later controls.

seems as if some global params of gui are beeing spoiled up.
interestingly enough, this happens in msc debug, not in optimal.

attached is a test case.
compile MSC9 GUI MT, debug


File Attachments
1) StatTest.rar, downloaded 337 times